

Tournament Rules and Regulations

Disclaimer:

The tournament will be conducted in accordance with official Rules and Regulations of FMJD, Annexes 1, 3, 4 and 5 (February 2021 version is referred). Annex 6 applies to Blitz tournament.

The rules below are listed to either:

- a) clarify FMJD rules when several options are present,
- b) adapt FMJD rules to local conditions,
- c) enforce FMJD rule often overlooked by players,
- d) define new regulation not previously covered by FMJD regulations.

In the event of a conflict between this document and the references cited herein, this document takes precedence.
When no clear guidance exists neither here, nor in FMJD Annexes, the Main Arbiter's ruling shall take precedence.

1. Player's Responsibilities

- Each player is responsible for familiarizing himself with this document and obeying these regulations, to which he has signed and testified before the start of the tournament, as well as obeying ruling and directions of the tournament's arbiter during the games and official events such as opening and closing ceremonies.

2. Tournament System

- The tournament will be played with 8 round Swiss system. The time schedule is provided separately.
- For pairing, players' FMJD ratings will be utilized together with other criteria (limitation on up/down placement, color equality, etc.)

3. Final Results

- There are monetary prizes to be awarded for the top three places in the tournament. US players also will compete for the right to attend Pan-American games in 2022. The exact amount of money prizes will be announced by the organizers on or before the 5th round of the tournament.
- In case of tie break, the following criteria (in the order of precedence) will be used to determine player's final placement:
 - i. Sonnenborn Berger – a sum of 2x the scores of the opponents who have lost to this player, plus 1x the scores of the opponents who this player made draw with. Scores of the opponents who won over this player are not counted.
 - ii. result of the meeting between players with equal number of points, if they met
 - iii. highest number of victories.
- When the tie breaking mechanism i) cannot rank the players, the other criteria are used only for the announcement and trophies: the money prize is divided equally between all tied.

4. Time Control

- The games will be held under the Fisher system time control with 1 hour and 20 minutes for the game + 1 minute added for each move.

5. Game Recording

- The players are required to document the moves after they are done. With Fisher system, there is no "time trouble" excuse not to record - the game must be recorded at all times!
- If the player stops recording, the arbiter will have the right to implement the following sanctions: initial warning, turning the offender clock to move while the recording is made, stopping a game and declaring a loss for the offender and victory for the opponent. If both players stop recording, the game can be declared to have 0 – 0 result if both players refuse to rectify the situation.

6. Lateness and Absence in Tournament Room

- The game will be count lost by a player who is late for more than one (1) hour since the start of the game.
- A player can temporarily leave the game for a short time (smoking, bathrooms, etc.) during the opponent's move. However, prolonged, or repeated absences (longer than 15 minutes) could be questioned by the opponent, who has a right to bring them to the attention of the arbiter. To avoid conflicts and as a courtesy, it is recommended to a player to notify the opponent the reason of stepping out. If help with translation to another language is needed, a player can call the arbiter for help.

7. Use of Cell Phones

- No cell phone ringing or conversation is allowed in the tournament room. All the phones must be turned off or put in the silent mode at the room.
- For the player caught with the cell phone ringing, talking on the phone, or texting in the tournament room during the games, the first-time offence is a \$20 USD penalty, on a consequent offence a game in progress will be stopped by the arbiter and declared lost.
- If the offender happens to be a spectator or a player who was not playing at the moment, he will be asked to leave the room immediately. After second offence the spectator will be permanently banned from attending the competition.

8. End of the Game

The players who have finished the game are expecting to complete the notation forms, by putting the result down, signing both sheets and correcting recording where errors were noted. They should restore checker pieces back on the board in the starting position. If they would like to review the game, they should do it in provided area outside of the tournament room.

9. General Atmosphere

- No noise is allowed in the tournament room. Loud conversation shall be moved outside.
- No discussion of the game still in progress is allowed inside the tournament room.
- Any conflict shall be resolved by calling the arbiter. According to Annex 3, Article 2.5a, the players are allowed to stop the clocks when an opponent made an irregular or illegal move and ask the arbiter for the intervention. Stopping the clock without arbiter's permission for any other reason can be construed as player's forfeit of the game.